CLAIMS

I claim:

 A device for reflecting incident light on a parallel return path, comprising:

a body, having one or more sidewalls, a top surface and a bottom surface, and said sidewall joins the perimeters of said top surface and said bottom surfaces; and,

a chamber formed in said top surface having three or more mutually orthogonal walls depressed into said body whereby, light entering said chamber reflects upon said walls and exits said chamber parallel to the incident direction of the light.

- 2. The device for reflecting incident light of claim 1 wherein said chamber is punched into said top surface and is approximately round on the plane of said top surface.
- 3. The device for reflecting incident light of claim 1 wherein said body within the chamber is capable of being formed from a highly reflective malleable material, and said body being of a round cylindrical shape.
- 4. The device for reflecting incident light of claim 2 wherein said body is lead.
- 5. A method of forming a reflector in a highly reflective malleable material comprising the steps of:
 - 1) placing a blank of the material in a base of a press,
- 2) securing a punch in the jig of a press, said punch having a tip with three faces shaped like the corner of a cube with said corner at the point of the tip,
- 3) advancing said punch into said blank to form a chamber having highly reflective surfaces,

- 4) finishing said blank to remove excess material from the punching operation, and
 - 5) coating said chamber with a transparent layer.
- 6. The method of forming a reflector in claim 4 wherein step 2 and step 3 are repeated for a rough punch and a finish punch and said rough punch and said finish punch have the same shape and size.
- 7. The method of claim 5 wherein selecting the blank of material as lead.
- 8. The device for reflecting incident light of claim 1 wherein the chamber is formed by three triangulated and interconnected surfaces, which converge to a point at the inward most depth within the body of the formed chamber.